

CodeQ	Question	Answer
Ge000	Generalities	
Ge010	What is the gender of the cattle farmer?	<input type="radio"/> Male <input type="radio"/> Female
Ge020	What is the experience (in years) of the cattle farmer?	
Ge030	What is the educational level of the cattle farmer?	<input type="radio"/> 1st secondary cycle <input type="radio"/> 2nd secondary cycle <input type="radio"/> Higher education
Ge040	What is the current herd size (in numbers) for each of the following categories?	
Ge044	Calves (2-8 months)	
Ge045	Calves (< 2 months)	
Ge046	Total	
Ge050	Do you keep other farm animals:	<input type="radio"/> Sheep <input type="radio"/> Goat <input type="radio"/> Pigs <input type="radio"/> Poultry <input type="radio"/> Horses <input type="radio"/> Dog <input type="radio"/> Cat <input type="radio"/> Other:
Ge060	Which category of staff are working with the animals (multiple answers possible):	<input type="radio"/> Herd owner <input type="radio"/> Family members <input type="radio"/> Employees <input type="radio"/> Contractuals <input type="radio"/> Other:
Ge070	What do you mean by "Biosecurity" ? (explain biosecurity afterwards)	
Ge080	Do you consider biosecurity important for minimizing the risks of introduction and/or spread of infectious diseases?	<input type="radio"/> Very important <input type="radio"/> Important <input type="radio"/> Not really <input type="radio"/> Not at all <input type="radio"/> I don't know
Ge090	What is cheaper?	<input type="radio"/> Treating disease <input type="radio"/> Prevent diseases <input type="radio"/> I don't know
Ge100	What is less time consuming?	<input type="radio"/> Treating disease <input type="radio"/> Prevent diseases <input type="radio"/> I don't know
Ge110	List the 5 main biosecurity measures implemented in your farm.	
Ge120	Do you consider the measures you take as:	<input type="radio"/> Largely sufficient <input type="radio"/> Sufficient <input type="radio"/> Not sufficient <input type="radio"/> Not sufficient at all <input type="radio"/> I don't know
Ge130	Did you attend a training on biosecurity or disease prevention before?	<input type="radio"/> Yes <input type="radio"/> No
Ge131	<i>If yes</i> , where?	<input type="radio"/> During my professional training <input type="radio"/> Workshop / specific training sessions delivered by : <input type="radio"/> Other :
Ge132	<i>If yes</i> , when ?	<input type="radio"/> this year <input type="radio"/> previous year <input type="radio"/> more than 2 years ago
Ge140	Did the staff working on your farm attend a training on biosecurity or disease prevention before?	<input type="radio"/> Yes <input type="radio"/> No <input type="radio"/> I don't know
Ge141	<i>If yes</i> , who delivered it?	
Ge150	Which source of information did you contact before for questions regarding biosecurity or disease prevention?	<input type="radio"/> Another farmer <input type="radio"/> Your veterinarian <input type="radio"/> Another veterinarian <input type="radio"/> Association of professionals <input type="radio"/> Internet / professional revues <input type="radio"/> Other:
Pu000	Purchase (entering / re-entering)	
Pu010	Do you buy animals?	<input type="radio"/> Yes <input type="radio"/> No
Pu011	<i>If yes</i> : How often (per year)?	
Pu012	What kind of animals are bought?	<input type="radio"/> Bull(s) <input type="radio"/> Heifer(s) <input type="radio"/> Cow(s) <input type="radio"/> Calve(s)
Pu013	Do you always buy animals from the same source?	<input type="radio"/> Yes <input type="radio"/> No
Pu014	Where do you buy animals?	<input type="radio"/> Cattle market <input type="radio"/> Cattle salesman <input type="radio"/> Other farm <input type="radio"/> Other:
Pu015	Is contact possible between animals from different farms before arrival on the farm?	<input type="radio"/> Yes <input type="radio"/> No <input type="radio"/> I don't know
Pu016	Whenever you buy animals from another farm, do you pay attention that the sanitary status and health management of the farm of origin is equal to or higher than your own farm?	<input type="radio"/> Yes <input type="radio"/> Sometimes <input type="radio"/> No
Pu016a	<i>If yes</i> , for which disease(s) ?	
Pu016b	<i>If sometimes</i> , when and why ?	
Pu016c	<i>If no check of status or origin</i> , why ?	<input type="radio"/> Not important <input type="radio"/> Not feasible or inefficient/useless <input type="radio"/> Too expensive <input type="radio"/> Too time consuming <input type="radio"/> Other :
Pu020	Do animals leave the farm and return after?	<input type="radio"/> Yes <input type="radio"/> No
Pu021	<i>If yes</i> , are the animals tested against specific diseases when entering/ re-entering the farm (entering protocol)	<input type="radio"/> Yes, always <input type="radio"/> Sometimes <input type="radio"/> No
Pu022	<i>If yes or sometimes</i> , which diseases, why and when ?	
Pu023	<i>If not</i> , why ?	<input type="radio"/> Not important <input type="radio"/> Not feasible or inefficient/useless <input type="radio"/> Too expensive <input type="radio"/> Too time consuming <input type="radio"/> Other :
Pu030	Are new animals put in quarantine?	<input type="radio"/> Yes <input type="radio"/> Sometimes <input type="radio"/> No
Pu040	Are re-entering animals put in quarantine?	<input type="radio"/> Yes <input type="radio"/> Sometimes <input type="radio"/> No
Pu041	<i>If No</i> , why ?	<input type="radio"/> Not important <input type="radio"/> Not feasible or inefficient/useless <input type="radio"/> Too expensive <input type="radio"/> Too time consuming <input type="radio"/> Other :
Pu042	<i>If Sometimes</i> , when and why?	
Pu050	What is the minimum quarantine period applied (in days) ?	
Pu060	Do you divide calves into high and low risk groups based on risk classification?	<input type="radio"/> Yes <input type="radio"/> No
Tr000	Entering/leaving the farm	
Tr010	Do vehicles have access to areas where animals are kept?	<input type="radio"/> Yes <input type="radio"/> No
Tr020	Is the truck empty before entering the farm for loading animals?	<input type="radio"/> Yes <input type="radio"/> No <input type="radio"/> I don't know
Tr030	<i>If empty</i> , is the transport cleaned and disinfected before entering the farm?	<input type="radio"/> Cleaned and disinfected <input type="radio"/> Cleaned only <input type="radio"/> No <input type="radio"/> I don't know
Tr040	<i>In case of purchases</i> , are only the animals that are supposed to be delivered to your herd in the truck?	<input type="radio"/> Yes <input type="radio"/> No <input type="radio"/> I don't know
DP000	Disease prevention	
DP010	Do you have protocols for vaccination?	<input type="radio"/> Yes <input type="radio"/> No
DP011	<i>If not</i> , why ?	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> inefficient/useless <input type="radio"/> Too expensive <input type="radio"/> Too time consuming <input type="radio"/> Other :
DP012	<i>If yes</i> , against which diseases and why ?	
DP020	Do you take preventive measures for endoparasites?	<input type="radio"/> Yes <input type="radio"/> No
DP021	<i>If yes</i> , what?	
DP022	<i>If not</i> , why?	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> inefficient/useless <input type="radio"/> Too expensive <input type="radio"/> Too time consuming <input type="radio"/> Other :

DP040	Do you take preventive measures for ectoparasites?	<input type="radio"/> Yes <input type="radio"/> No
DP041	<i>If yes</i> , what?	
DP042	<i>If not</i> , why?	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> inefficient/useless <input type="radio"/> Too expensive <input type="radio"/> Too time consuming <input type="radio"/> Other :
DM000	Disease management	
DM010	Are sick animals physically isolated from healthy animals?	<input type="radio"/> Yes, always <input type="radio"/> Sometimes <input type="radio"/> No
DM011	<i>If sometimes</i> , for which disease(s)?	
DM012	<i>If not</i> , why?	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> inefficient/useless <input type="radio"/> Too expensive <input type="radio"/> Too time consuming <input type="radio"/> Other :
DM020	Is specific equipment and materials used for sick animals in the (buckets, thermometer, cleaning and feeding utensils, ...)?	<input type="radio"/> Yes <input type="radio"/> No
DM021	<i>If yes</i> , is that equipment cleaned and disinfected after each usage?	<input type="radio"/> Cleaned and disinfected <input type="radio"/> Cleaned only <input type="radio"/> No
DM030	<i>If isolated</i> , how often is the isolation area cleaned?	<input type="radio"/> Daily <input type="radio"/> Weekly <input type="radio"/> Monthly <input type="radio"/> Quarterly <input type="radio"/> Other:
DM040	<i>If isolated</i> , how often are the feed troughs of the isolation area cleaned?	<input type="radio"/> Daily <input type="radio"/> Weekly <input type="radio"/> Monthly <input type="radio"/> Quarterly <input type="radio"/> Other:
DM041	<i>If isolated</i> , how often are the water troughs of the isolation area cleaned?	<input type="radio"/> Daily <input type="radio"/> Weekly <input type="radio"/> Monthly <input type="radio"/> Quarterly <input type="radio"/> Other:
DM050	<i>If isolated</i> , are sick animals taken care before or after healthy animals?	<input type="radio"/> Before <input type="radio"/> After <input type="radio"/> No specific order
DM060	Do you keep a register with animal health data?	<input type="radio"/> Yes <input type="radio"/> No
DM070	What happens to disease carriers that are detected?	<input type="radio"/> Elimination <input type="radio"/> Segregation <input type="radio"/> Nothing <input type="radio"/> Other:
DM071	<i>If nothing</i> : why?	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> inefficient/useless <input type="radio"/> Too expensive <input type="radio"/> Too time consuming <input type="radio"/> Other :
VC000	Vermin control	
VC010	What preventive measures are taken to prevent tick, flies and mosquitoes?	
VC011	Usage of repulsives	<input type="radio"/> Yes <input type="radio"/> No
VC011a	<i>If not</i> , why ?	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> inefficient/useless <input type="radio"/> Too expensive <input type="radio"/> Too time consuming <input type="radio"/> Other :
VC012	Clearing pastures of vegetation	<input type="radio"/> Yes <input type="radio"/> No
VC012a	<i>If not</i> , why ?	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> inefficient/useless <input type="radio"/> Too expensive <input type="radio"/> Too time consuming <input type="radio"/> Other :
VC013	Chemical treatment of the environment	<input type="radio"/> Yes <input type="radio"/> No
VC013a	<i>If not</i> , why ?	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> inefficient/useless <input type="radio"/> Too expensive <input type="radio"/> Too time consuming <input type="radio"/> Other :
VC014	Removal of stagnant water	<input type="radio"/> Yes <input type="radio"/> No
VC014a	<i>If not</i> , why ?	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> inefficient/useless <input type="radio"/> Too expensive <input type="radio"/> Too time consuming <input type="radio"/> Other :
VC015	Traps / nets	<input type="radio"/> Yes <input type="radio"/> No
VC015a	<i>If not</i> , why ?	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> inefficient/useless <input type="radio"/> Too expensive <input type="radio"/> Too time consuming <input type="radio"/> Other :
VC016	Manure handling to limit amount of flies	<input type="radio"/> Yes <input type="radio"/> No
VC016a	<i>If not</i> , why ?	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> inefficient/useless <input type="radio"/> Too expensive <input type="radio"/> Too time consuming <input type="radio"/> Other :
VC017	Other (specify what)	
VC020	Is there a rodent control program on farm (different than cats)?	<input type="radio"/> Yes <input type="radio"/> No
VC021	<i>If yes</i> , specify what and its frequency.	
VC022	<i>If no</i> , why?	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> inefficient/useless <input type="radio"/> Too expensive <input type="radio"/> Too time consuming <input type="radio"/> Other :
FP000	Farm placement	
FP010	Is contact possible with cattle from other farms (adjacent pasture, common passage, ...)?	<input type="radio"/> Yes <input type="radio"/> No
FP020	Is contact possible with wild ruminants or pigs?	<input type="radio"/> Yes <input type="radio"/> No
FP060	Which of the following animals have access to the stables ?	<input type="radio"/> Cats <input type="radio"/> Dogs <input type="radio"/> Birds <input type="radio"/> Rodents
FP070	Do other caretakers also work (or frequently visit) other farms ?	<input type="radio"/> Yes <input type="radio"/> No <input type="radio"/> I don't know
MC000	Manure and carcass removal	
MC010	Is a separate storage space with at least cemented floor provided for carcasses storage and removal ?	<input type="radio"/> Yes <input type="radio"/> No
MC011	<i>If not</i> , why ?	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> inefficient/useless <input type="radio"/> Too expensive <input type="radio"/> Too time consuming <input type="radio"/> Other :
MC012	<i>If yes</i> , is this storage space protected from vermin, cats and dogs?	<input type="radio"/> Yes <input type="radio"/> No
MC020	Is this storage space cleaned and disinfected after each use?	<input type="radio"/> Cleaned and disinfected <input type="radio"/> Cleaned only <input type="radio"/> No
MC030	Can the carcasses be removed without setting foot on the premises of the farm itself?	<input type="radio"/> Yes <input type="radio"/> No
MC040	Are carcasses manipulated with gloves or are hands cleaned and disinfected after manipulation of carcasses?	<input type="radio"/> Yes <input type="radio"/> No
MC050	Is manure from other farms being spread within 500m from your farm?	<input type="radio"/> Yes <input type="radio"/> No <input type="radio"/> I don't know
MC060	Which of these animals have access to the manure storage facility ?	<input type="radio"/> Ruminants <input type="radio"/> Cats <input type="radio"/> Dogs <input type="radio"/> Birds <input type="radio"/> Rodents
MC070	Where is the manure being spread?	<input type="radio"/> Own pastures only <input type="radio"/> Own pastures + other farms <input type="radio"/> Sale
FW000	Feed and water	
FW010	Which of these animals have access to food storage facilities ?	<input type="radio"/> Cats <input type="radio"/> Dogs <input type="radio"/> Birds <input type="radio"/> Rodents
FW020	How often are the water troughs cleaned? times per day / week/ month / quarter
FW030	How often are the feed troughs cleaned? times per day / week/ month / quarter

FW040	Are feeding utensils cleaned and disinfected after each use?	<input type="radio"/> Cleaned and disinfected <input type="radio"/> Cleaned only <input type="radio"/> No
FW050	Are feeding utensils only used for feed (no double use for manure)?	<input type="radio"/> Yes <input type="radio"/> No
FW060	How often is the water quality tested (per year)?	
Vi000	Visitors	
Vi010	Is the farmyard fenced in order to prevent access to the farm perimeter ?	<input type="radio"/> Yes <input type="radio"/> No
Vi011	<i>If not</i> , why ?	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> inefficient/useless <input type="radio"/> Too expensive <input type="radio"/> Too time consuming <input type="radio"/> Other :
Vi020	Is registration of visitors mandatory?	<input type="radio"/> Yes <input type="radio"/> No
Vi021	<i>If not</i> , why ?	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> inefficient/useless <input type="radio"/> Too expensive <input type="radio"/> Too time consuming <input type="radio"/> Other :
Vi030	Do the following categories of visitors respect the following measures (see table)	
WO000	Working organization	
WO010	Are the animals grouped per age in the stable?	<input type="radio"/> Yes <input type="radio"/> No
WO011	<i>If yes</i> , can different age groups have contact with others?	<input type="radio"/> Yes <input type="radio"/> No
WO012	<i>If yes</i> , do you work in a specific order ?	<input type="radio"/> From youngest to oldest <input type="radio"/> From oldest to youngest <input type="radio"/> No specific order
WO020	<i>If yes</i> , is separate material foreseen for each age group?	<input type="radio"/> Yes <input type="radio"/> No
WO021	<i>If yes</i> , is the material clearly recognizable per age group?	<input type="radio"/> Yes <input type="radio"/> No
WO022	<i>If not</i> , is the material cleaned and disinfected between each group?	<input type="radio"/> Yes, Cleaned and disinfected <input type="radio"/> Cleaned only <input type="radio"/> No
Ma000	Materials	
Ma010	Do you share material with other farms?	<input type="radio"/> Yes <input type="radio"/> No
Ma011	<i>If yes</i> , what?	
Ma020	What measures do you take before re-entering of such material?	<input type="radio"/> Cleaned and disinfected <input type="radio"/> Cleaned only <input type="radio"/> Nothing
Ma030	Are the medical materials and equipment cleaned and disinfected after each usage?	<input type="radio"/> Cleaned and disinfected <input type="radio"/> Cleaned only <input type="radio"/> No
Ma040	Are the needles used single use of multiple use needles?	<input type="radio"/> Single use <input type="radio"/> Reusable
Ma041	If reusable, after how many animals do you change it?	
Co000	Measures between compartments (see table)	
CD000	Cleaning and disinfection (see table)	
Ca000	Calf management	
Ca010	Are badly growing calves housed with younger calves?	<input type="radio"/> Yes <input type="radio"/> No
Ca020	Are calves that are regrouped from individual hutches to group pens of the same age (<1 week for younger calves, <8weeks for older calves)?	<input type="radio"/> Yes <input type="radio"/> No
Ca070	Are calves housed in individual calf boxes/hutches?	<input type="radio"/> Yes <input type="radio"/> No
Ca071	<i>If yes</i> , are hutches draught-free?	<input type="radio"/> Yes <input type="radio"/> No
Ca072	What kind of litter is used?	<input type="radio"/> Straw <input type="radio"/> Concrete <input type="radio"/> Nothing <input type="radio"/> Other (specify):
Ca073	Frequency of floor cleaning/ bedding change?	Once every day / week/ month / quarter
Ca074	Is contact possible with calves in other hutches/boxes?	<input type="radio"/> Yes <input type="radio"/> No
Ca075	Does each calf have its own bucket (always the same)?	<input type="radio"/> Yes <input type="radio"/> No
Ca076	Are the buckets cleaned after each feeding?	<input type="radio"/> Yes <input type="radio"/> No
Ca077	Observation during visit: Was the bedding dry and clean ?	<input type="radio"/> Yes <input type="radio"/> No
Ca080	In the group housing, how is the floor structure ?	<input type="radio"/> Hard surfaced <input type="radio"/> Not surfaced <input type="radio"/> Slatted
Ca081	<i>If not slatted</i> , what kind of litter is used?	<input type="radio"/> Straw <input type="radio"/> Concrete <input type="radio"/> Nothing <input type="radio"/> Other (specify):
Ca082	Frequency of floor cleaning/ bedding change?	Once every day / week/ month / quarter
Ca083	Observation during visit: Was the bedding dry and clean ?	<input type="radio"/> Yes <input type="radio"/> No
Ca090	Is climate (temperature, humidity, ...) controlled in the stable?	<input type="radio"/> Yes <input type="radio"/> No
Ca100	Does air flow in a specific direction in the stable?	<input type="radio"/> Youngest to oldest <input type="radio"/> Oldest to youngest <input type="radio"/> No specific order
General remarks or comments given by the farmer		

09030 Do the following categories of visitors respect the following measures?									
	Do they have access to the stable?	If yes, is the access free or restricted/ on request ?	Are farmspecific clothes used?	Are farmspecific boots used?	Is the hygiene lock used properly before entering ?	Are hands washed and disinfected?	Are gloves used?	Is a disinfection footbath used?	
Own personnel			<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	
If not, why?			<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	
Veterinarian	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Free <input type="radio"/> Restricted/ on request	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	
If not, why?			<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	
Hoof trimmer	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Free <input type="radio"/> On request <input type="radio"/> Denied	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	
If not, why?			<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	
Advisors	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Free <input type="radio"/> On request <input type="radio"/> Denied	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	
If not, why?			<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	
Cattle salesman	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Free <input type="radio"/> On request <input type="radio"/> Denied	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	
If not, why?			<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	
Feed supplier	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Free <input type="radio"/> On request <input type="radio"/> Denied	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	
If not, why?			<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	
Other visitors	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Free <input type="radio"/> On request <input type="radio"/> Denied	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	
If not, why?			<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	

130000 Measures per compartment											
	Are the following stable present and physically separated from other areas?	<i>If not, why?</i>	<i>If yes, Is a hygiene lock used ?</i>	<i>If yes, can the stable only be entered through this?</i>	Are the clean and dirty part of the lock physically separated?	<i>If not used, why?</i>	Are farmspecific clothes used in that area?	Are farmspecific boots used in that area?	Are hands washed and disinfected?	Are gloves used?	Are footbaths used ?
Entering the farm	<input type="radio"/> Existing and separated <input type="radio"/> Existing but not separated <input type="radio"/> Non existing	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No
Hospital pen / Isolation area	<input type="radio"/> Existing and separated <input type="radio"/> Existing but not separated <input type="radio"/> Non existing	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No
Quarantine stable	<input type="radio"/> Existing and separated <input type="radio"/> Existing but not separated <input type="radio"/> Non existing	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No
Each calf stable	<input type="radio"/> Existing and separated <input type="radio"/> Existing but not separated <input type="radio"/> Non existing	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No
Between age groups	<input type="radio"/> Existing and separated <input type="radio"/> Existing but not separated <input type="radio"/> Non existing	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No

CD000	Cleaning and disinfection						
	Are stables ever completely empty?	What is the duration of empty period +(days) ?	Are stables cleaned before introduction of new animals, or when animals leave?	Are stables disinfected before introduction of new animals, or when animals leave?	Are stables dry before new animals enter ?	Is the all in/ all out principle respected (no animals introduced in an existing group) ?	What is the stocking density/ capacity of the stables?
Hospital pen / isolation area	<input type="radio"/> Yes <input checked="" type="radio"/> No		<input type="radio"/> Yes <input checked="" type="radio"/> No	<input type="radio"/> Yes <input checked="" type="radio"/> No	<input type="radio"/> Yes <input checked="" type="radio"/> No	<input type="radio"/> Yes <input checked="" type="radio"/> No	Capacity ?
<i>If not, why?</i>	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :		<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	
Quarantine stable	<input type="radio"/> Yes <input checked="" type="radio"/> No		<input type="radio"/> Yes <input checked="" type="radio"/> No	<input type="radio"/> Yes <input checked="" type="radio"/> No	<input type="radio"/> Yes <input checked="" type="radio"/> No	<input type="radio"/> Yes <input checked="" type="radio"/> No	Capacity ?
<i>If not, why?</i>	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :		<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	
Each calf stable	<input type="radio"/> Yes <input checked="" type="radio"/> No		<input type="radio"/> Yes <input checked="" type="radio"/> No	<input type="radio"/> Yes <input checked="" type="radio"/> No	<input type="radio"/> Yes <input checked="" type="radio"/> No	<input type="radio"/> Yes <input checked="" type="radio"/> No	Surface available?
<i>If not, why?</i>	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :		<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	
Calf hutches/ individual boxes	<input type="radio"/> Yes <input checked="" type="radio"/> No		<input type="radio"/> Yes <input checked="" type="radio"/> No	<input type="radio"/> Yes <input checked="" type="radio"/> No	<input type="radio"/> Yes <input checked="" type="radio"/> No		Capacity / number of hutches ?
<i>If not, why?</i>	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :		<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :	<input type="radio"/> Not important <input type="radio"/> Not feasible <input type="radio"/> Too expensive <input type="radio"/> Inefficient/useless <input type="radio"/> Too time consuming <input type="radio"/> Other :		